



**THE MUSEUMS
AT
FORT LEE
PRESENT**



**EXPANDING
MINDS . . .**

**A "BEYOND" THE CLASSROOM
EXPERIENCE FOR STUDENTS.**

**FOR
2009-2010**





INTERACTIVE EXPERIENCES

What Could You Do?

By George . . .

Fort Lee is a community that touches others around it. Connect the military with the civilian world by comparing careers found in each community. Students will identify careers using artifacts, pictures, and stories and create a class book about what they find within the museum galleries.

SOLs History: K.1, K.2, K.4, K.5, K.6, K.7 Math: K.2, K.5, K.14, K.17 English: K.1, K.3 Science: K.1, K.6

Grade

K

Students will experience first hand the lives of ordinary Americans at the time of the Revolution. They will explore past and present presidents and learn about the important role of women in our history. Students will gather and classify information and learn how a museum puts an exhibit together.

SOLs History: K.1, K.2

English: K.2

Logo Lingo

Based on the symbols that represent patriotism for American citizens, this program will require children to collect “pieces” of our history while identifying major historical characters. In an activity following the tour, the “puzzle” will be solved. A math graphing activity can be used to extend the experience once you return to the classroom.

SOLs History: 1.2, 1.3, 1.4, 1.11 Math: 1.20 English: 1.1, 1.3, Science: 1.5

Grade

1

Operation Runway

With a stroll through time, students will explore how every day items have changed and use period clothing to compare and contrast the past and present. After they work with artifacts and original photographs, students will help build a timeline as they categorize historical materials.

SOLs History: 1.1, 1.2, 1.3

English: 1.1

Tricked Out Transport

The changes from the past through the present are evident in our various modes of transportation. Students discover changes and common threads as they explore the movement of people and materials throughout our nation’s history. Students will collect data and record the information in graphic form.

SOLs History: 2.1, 2.2, 2.3, 2.11 Math: 2.9, 2.23 English: 2.2, 2.3, 2.9

Grade

2

Curious Curators

Embarking on a great journey, your students will travel back in time and around the globe to better understand the climate and culture of China. Assuming the role of curators, your students will utilize math and science skills to weigh, measure and describe museum artifacts. Working in small groups, students will put together a museum display; descriptive words, photographs and symbols are used to create their unique design.

SOLs History: 1.1, 1.2, 1.3

English: 1.1

We have paired our offerings with suggested grade levels, however, any of these programs can be tailored for specific needs or grade levels with adequate notice.

HANDS-ON EXPLORATIONS



GIZMOS...A Look at Simple Machines

Even a history museum is full of simple and compound machines. Students become active learners as they manipulate, identify, sort, and categorize simple machines. During both the Pre-visit and Museum tour, students will make predictions and collect data. Upon return to the classroom, students will graph their data to create a visual record of their findings.

SOLs Science: 3.1, 3.2, 3.4, 3.5 Math: 3.21, 3.22

Grade
3

Where in the World Were They?

Using primary sources, students will conduct photo and document analysis while discovering the fascinating stories of young women who served in World War II. They will practice their geography skills as they travel to many locations – such as Rome, Greece, France, and Africa that will be familiar from their 3rd grade studies!

SOLs History: 3.1, 3.2, 3.4, 3.5 English: 3.1, 3.2

The Boat Stops Here

By combining map skills and historical knowledge students will participate in a hands on activity designed to visually demonstrate the role of geography in shaping our cities, towns, and history. Students discover how the "lay of the land" dictates industries associated with the geographic regions of Virginia and how the fall line played a major role in the development of nearby cities.

SOLs History: VS.1, VS.2, VS.3, VS.4, VS.6, VS.10
English: 4.1, 4.2, 4.6 Math: 4.18

Grade
4

Yankee Doodle Doo-Dads

A door to the past will be opened when students handle Revolutionary artifacts and prints. They will gain a greater understanding of the lives of ordinary colonial citizens by examining the objects they used daily. Period prints will allow students to explore the roles of men and women during the American Revolution. Working in small groups, students will create a visual representation that demonstrates the knowledge they have acquired.

SOLs VS. 5b, 7a English: 4.1

WhatIZit?

Expand critical thinking skills with this artifact identification program. Students will use their senses to identify a hidden object, trying to identify who would have used it, how it works, and how and why someone used it. After making a tactile inference, students will tour the galleries to find the "real thing." Artifacts will relate to a variety of Virginia Studies SOLs which the gallery tour will review.

SOLs History: VS.1, English: 5.1

Grade
5

Bonnets and Brogans

Students will be fascinated when handling historical items from the Civil War period. Examining object to deduce their purpose will reveal much about the daily lives of soldiers and civilians. Archival photographs from the Civil War will be analyzed to identify significant historical aspects. Working in small groups, students will create a visual representation that demonstrates the knowledge they have acquired.

SOLs VS.1a, 7a, 7b English: 4.1

**We have other programs available which can accommodate alternative ages and SOLs.
Please contact us to determine the combination of our resources that best suits your needs.**

The Museums at Ft. Lee

There are many opportunities for you and your students to experience our educational programs. We have paired our offerings with suggested grade levels, however, any of these programs can be tailored for specific needs or grade levels with adequate notice. In addition to our grade level suggestions, we have other programs available which can accommodate alternative ages and SOLs. Please contact us to determine the combination of our resources that best suits your needs.

Other Quartermaster Museum Offerings

Quartermaster Quest for Knowledge

Discover the hidden "gems" of knowledge sprinkled throughout the Quartermaster Museum. With your team, journey on a quest, which incorporates map skills, critical thinking, and friendly competition. Each "Quest" is designed to meet the SOL requirements of the grade level participating.

Washington's Pots and Pans

Students will make new discoveries about the Revolutionary War while investigating Gen. George Washington's personal camp chest. The chest and contents are exact replications of the original now housed in the Smithsonian. Using items from the past, students will compare the lives of the common man and the wealthy. A truly unique look at the man who served as our first President and the people living during our Revolutionary past.

D-Day(s): Making the Invasion Work

D-Day was not ONE day but many!! During this program students will be challenged to analyze the European situation in 1942, the strengths and weaknesses of the Allies vs. the Axis Powers, how best to use the military's resources, necessary "engineering" needed for delivery of supplies, the weather and timing of the invasion, and the many logistical pieces needed to make the landing and the days following the invasion of Normandy an Allied success.. This program requires students to look beyond the surface utilizing critical thinking skills while incorporating the use of primary and secondary sources opening the student's eyes to the enormity of the planning that took place long before the actual invasion. Each group will participate in role playing scenarios while the D-Day challenges are recognized, the choices analyzed, and the decisions that were made which led to Allied success are discussed.

7th Grade SOL Review

From the Battle of Little Big Horn to the present quirky, memorable little poems help students make connections between classroom learning and the museum exhibits. History becomes "real" as students literally walk through history. Stand beside soldiers during the Battle of Little Big Horn and walk in Eisenhower's footsteps as he nervously paced awaiting word of the D-Day invasion. Make a connection between the Captains of Industry and General Patton in an unforgettable way. Visualize the Domino Theory with the help of "Bessie" the cow and so much more! Primary documents and artifacts used relate to the SOLs to further enhance the learning experience.

United States Army Quartermaster Museum

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United States Army Women's Museum

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